

second server servers.

2. (Currently Amended) The computer readable data storage medium of claim 1, wherein the first code segment specifies a server class for the first server ~~and a server type~~.

3. (Previously Presented) The computer readable data storage medium of claim 1, wherein the first code segment further specifies at least one of a packet header, an IP address, and a listener port.

4. (Currently Amended) The computer readable data storage medium of claim 1, wherein the third code segment generates a standard packet for communication between the first and second servers.

5. (Previously Presented) The computer readable data storage medium of claim 4, wherein the standard packet includes at least one of:

a header length;

protocol flags;

packet length;

database ill;

link station ill;

message ill;

customer ill;

port number;

network header; and

message body.

6. (Previously Presented) The computer readable data storage medium of claim 5, wherein the network header includes at least one of:

- a compression indicator;
- a security indicator;
- a service type indicator;
- a message type indicator; and
- a server ID.

7. (Previously Presented) The computer readable data storage medium of claim 1, further comprising:

- A
- a fourth code segment encapsulating a transport header;
  - a fifth code segment notifying a sender of a success or failure of a transmission; a
  - sixth code segment segmenting messages over a pre-determined length into

message segments;

- a seventh code segment assembling messages segments into messages;
- an eighth code segment resending messages that are not acknowledged within a

pre-determined time;

- a ninth code segment pacing a transmission of messages larger than a pre
- determined number of segments;

- a tenth code segment detecting duplicate message segments; and
- an eleventh code segment detecting duplicate messages.

8. (Previously Presented) The computer readable data storage medium of claim 1, further comprising:

- a fourth code segment generating acknowledgement messages;
- a fifth code segment processing the acknowledgement messages;
- a sixth code segment compressing and decompressing messages; and
- a seventh code segment encrypting and decrypting messages.

9. (Previously Presented) The computer readable data storage medium of claim 7, further comprising:

- a twelfth code segment encapsulating a communication layer.

10. (Previously Presented) The computer readable data storage medium of claim 8, further comprising:

- an eighth code segment processing application specific messages; and
- a ninth code segment providing special compression services;
- a tenth code segment providing special security services.

Claims 11-23 (Withdrawn).

24. (Currently Amended) A method for supporting a plurality of servers in an intelligent messaging network, comprising:

providing registration of a first server of the plurality of servers in with the intelligent messaging network, wherein registration comprises storing a server id and a server type for the first server in a database storing server ids and server types for the plurality of servers;

providing connectivity of the first sever to a second server of the plurality of servers to  
~~one another;~~ and

encapsulating communication between the first server and the second server servers.

25. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim 24, further comprising specifying a server class for the first server and a server type during registration.

26. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim 24, further comprising specifying at least one of a packet header, an IP address and a listener port during registration.

A 27. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim 24, further comprising generating a standard packet for communication between the first server and the second server servers during encapsulation.

28. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim 27, wherein the standard packet includes at least one of:

a header length;

protocol flags;

packet length;

database ID;

link station ID;

message ID;

customer ID;

port number;

network header; and

message body.

29. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim

28, wherein the network header includes at least one of:

a compression indicator;

a security indicator;

a service type indicator;

a message type indicator; and

a server ID.

30. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim

24, further comprising:

encapsulating a transport header;

notifying a sender of a success or failure of a transmission;

segmenting messages over a pre-determined length into message segments;

assembling the messages segments into messages;

resending messages that are not acknowledged within a pre-determined time; pacing a transmission of messages larger than a pre-determined number of segments;

detecting duplicate message segments; and

detecting duplicate messages.

31. (Currently Amended) The ~~computer-readable data storage medium~~ method of claim

24, further comprising:

generating acknowledgement messages;

processing the acknowledgement messages;  
compressing and decompressing messages; and  
encrypting and decrypting messages.

32. (Currently Amended) The computer-readable data storage-medium method of claim

30, further comprising:

encapsulating a communication layer.

33. (Currently Amended) The computer-readable data storage-medium method of claim

31, further comprising:

processing application specific messages;

providing special compression services;

providing special security services.

Claims 34-46 (Withdrawn).

47. (Previously Presented) An SDK, comprising:

registration components for handling registration of servers with an intelligent  
messaging network, wherein registration comprises storing server ids and server types for the  
servers in a database;

connectivity components for connecting the servers to one another; and

communication components for encapsulating communication between the  
servers.

Claims 48-49 (Withdrawn).

50. (New) The computer readable data storage medium of claim 1, wherein the second segment facilitates searching the database based on server type to identify the second server, the second server being of a sever type that the first server desires to connect with.

51. (New) The computer readable data storage medium of claim 50, wherein the second segment facilitates a handshake procedure determining a validity of a connection between the first server and the second server.

52. (New) The computer readable data storage medium of claim 1, wherein the server types are associated with functions performed by the plurality of servers.

53. (New) The computer readable data storage medium of claim 1, wherein the server types comprise protocol gateway servers, message router servers, and back-end servers.

54. (New) The computer readable data storage medium of claim 2, wherein the sever class is associated with one of a network access protocol for a network connecting a client to the first server, and an application executed by the first server.

55. (New) The computer readable data storage medium of claim 1, wherein the third code segment encapsulates a network access protocol used to transmit data from a client device to the first server, such that the network access protocol is transparent to the second server receiving the data from the first server.

56. (New) The method of claim 24, wherein providing connectivity between the first server and the second server further comprises searching the database based on server type to identify the second server, the second server being of a sever type that the first server desires to connect with.

57. (New) The method of claim 56, wherein providing connectivity between the first server and the second server further comprises facilitating a handshake procedure to determine a validity of a connection between the first server and the second server.

58. (New) The method of claim 24, wherein the server types are associated with functions performed by the plurality of servers.

59. (New) The method of claim 24, wherein the server types comprise protocol gateway server, message router server, and back-end server.

60. (New) The method of claim 25, wherein the sever class is associated with one of a network access protocol for a network connecting a client to the first server, and an application executed by the first server.



61. (New) The method of claim 24, wherein encapsulating communication between the first server and the second server further comprises encapsulating a network access protocol used to transmit data from a client device to the first server, such that the network access protocol is transparent to the second server receiving the data from the first server.

62. (New) An apparatus, comprising:

means for providing registration of a first server of a plurality of servers in an intelligent messaging network, wherein registration comprises storing a server id and a server type for the first server in a database storing server ids and server types for the plurality of servers;

means for providing connectivity of the first sever to a second server of the plurality of servers; and

means for encapsulating communication between the first server and the second server.